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TRANSFORMERS



THE WAR WITHIN
PREVIEW



Handwritten signature in orange ink.

Handwritten signature in white ink.

THE TRANSFORMERS™

MORE THAN
MEETS
THE EYE

the war within

PREVIEW

[WRITTEN BY SIMON FURMAN]

[PENCILS
& INKS BY CON FIGUEROA]

[COLORS BY DREAMWAVE]

[PRE-PRESS BY KELL-O-GRAPHICS]

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CYBERTRON.

ORBITAL TORUS
STATE: KAON.

GRIMLOCK.

IT IS YOU.
I THOUGHT
I RECOGNIZED THAT
GARGANTUAN,
KNUCKLE-SCRAPING
FIGURE...

...EVEN AT
ALT. 30K.

SO, WHAT'S
ALL THIS?
NOSTALGIA?
REMEMBERING
THE GOOD
OLD DAYS?

GOOD OLD
DAYS...YES.





...AND THIS IS NOW.

WE'RE DECEPTICONS, AND THESE DAYS CYBERTRON IS OURS FOR THE TAKING OR BREAKING.



THINK YOU CAN STOP US? YOU AND THAT RAG-TAG BAND OF AUTOBOT NO-HOPERS?



YOU KNOW, I NEVER COULD WORK OUT WHY YOU DID THROW IN WITH OPTIMUS PRIME AND NOT MEGATRON. TIME WAS YOU WERE HERE, WITH US...



...IN THE ARENA!



...I THINK THE REAL WAR'S GOING ON IN HERE. I THINK DEEP DOWN YOU'RE ONE OF US, AND I THINK YOU KNOW IT.

I THINK...



...YOU THINK TOO MUCH!

HNNG!



NO! I'VE A
BETTER IDEA.
HERE'S THE
CHOICE,
GRIMLOCK...



WE'RE ON OUR
WAY TO SECTOR
ZERO-SIX. MEGATRON
WANTS US TO TAKE OUT
SOME AUTOBOT
COMMAND POST
THERE...

HEY,
NO. WE
CAN'T--

SHUT UP,
SKYWARP. YOU CAN
WARN THEM, OR YOU
CAN JOIN US THERE,
HELP PICK OFF ANY
SURVIVORS.



GIVE IN.
GIVE IN TO THAT
BEAST COILED
INSIDE OF YOU. IT
ALL BECOMES SO
CLEAR, SO SIMPLE.
TRUST ME,
GRIMLOCK...



"...YOU'LL NEVER
LOOK BACK."



ANTE-BELLUM
CYBERTRON.

ORBITAL TORUS
STATE: KAON.

THE CIVIL WAR IS STILL SOME
SEVERAL THOUSAND YEARS
OFF, AND HERE — AS ACROSS
THE LENGTH AND BREADTH
OF THE PLANET — PEACE
AND HARMONY REIGN.

BUT APPEARANCES CAN
SOMETIMES BE DECEPTIVE.

JUST SCRATCH
THE SURFACE...



SO, YOU
READY? TO
DO THE
BUSINESS?



YES, ME
READY. NOW
GO AWAY.

HEY, HEY!
WHAT'S WITH THE
ATTITUDE, GRIMLOCK?
I'M JUST TRYING TO
OFFER A BIT OF
FRIENDLY ADVICE
HERE!

DIDN'T ASK.
DON'T WANT.
ALREADY KNOW
HOW TO HIT...

DON'T I,
STARSCREAM?
STILL, YOU HEAL UP
PRETTY GOOD. CAN
HARDLY SEE
SCARS.



SURE, SURE.
YOU WON A FEW,
BUT YOU KNOW
WHAT THEY'RE
SAYING, DON'T
YOU?



SAYING?

WELL, I DON'T
LIKE TO BLAB, BUT IT
SEEMS YOU AREN'T
QUITE MAKING IT. NOT
AS INNER CIRCLE
MATERIAL.



WORD IS, YOU
HAVEN'T GOT
WHAT IT TAKES, FOR
THE KILL. CAN'T
QUITE FOLLOW
THROUGH.

THERE'S
SOME DON'T
THINK YOU SHOULD
EVEN BE DOWN
HERE AT ALL!



THAT A
FACT?

ACK! N-UH-
NOT ME YOU
UNDERSTAND, OTHERS.
I HEAR THE BIG "M"
EVEN HAD HIS EYE ON
YOU, BUT WORD KIND
A' GOT BACK TO
HIM.



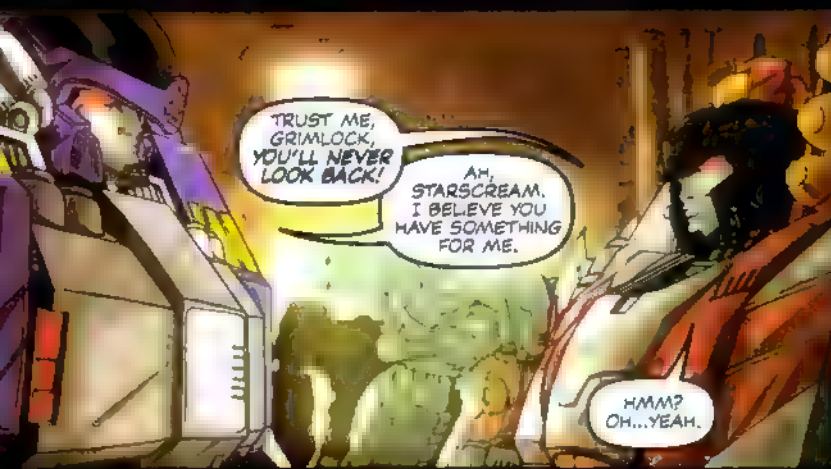
MAUL OVER
THERE THINKS
HE'S GOT AN EASY
FIGHT. HE WON'T BE
HOLDING BACK.
BELIEVE ME.

ALL I'M SAYING
IS YOU GOTTA
PROVE YOURSELF, HERE.
NOW. I MEAN THAT'S
THE REASON WE'RE
DOWN HERE ALL OF
US, RIGHT?



IT'S THAT COLD,
HARD THING MAKES
YOU WANT TO BUST
HEADS. BUT YOU HAVE
TO HIDE IT SMOOTHER
IT...EVERYWHERE
BUT HERE!

YOU SHOW
WEAKNESS AGAIN,
IT'S THE END.



TRUST ME,
GRIMLOCK,
YOU'LL NEVER
LOOK BACK!

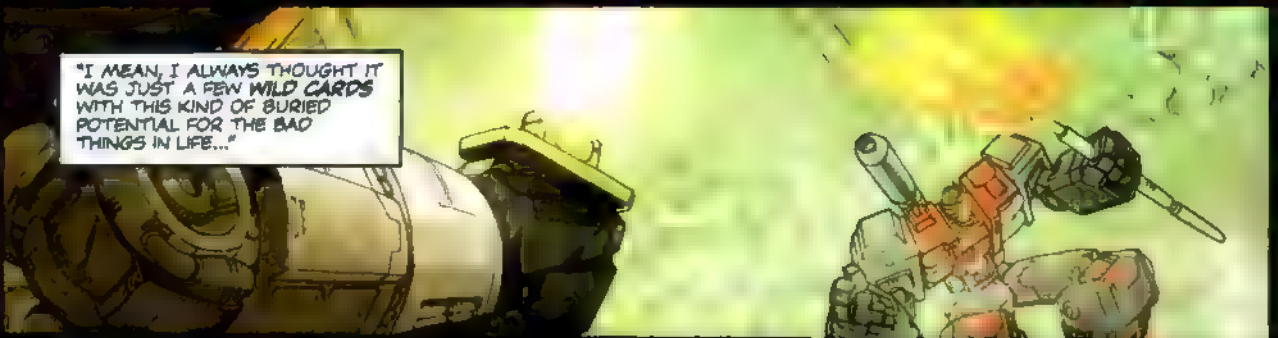
AH,
STARSCREAM.
I BELIEVE YOU
HAVE SOMETHING
FOR ME.

HMM?
OH...YEAH.

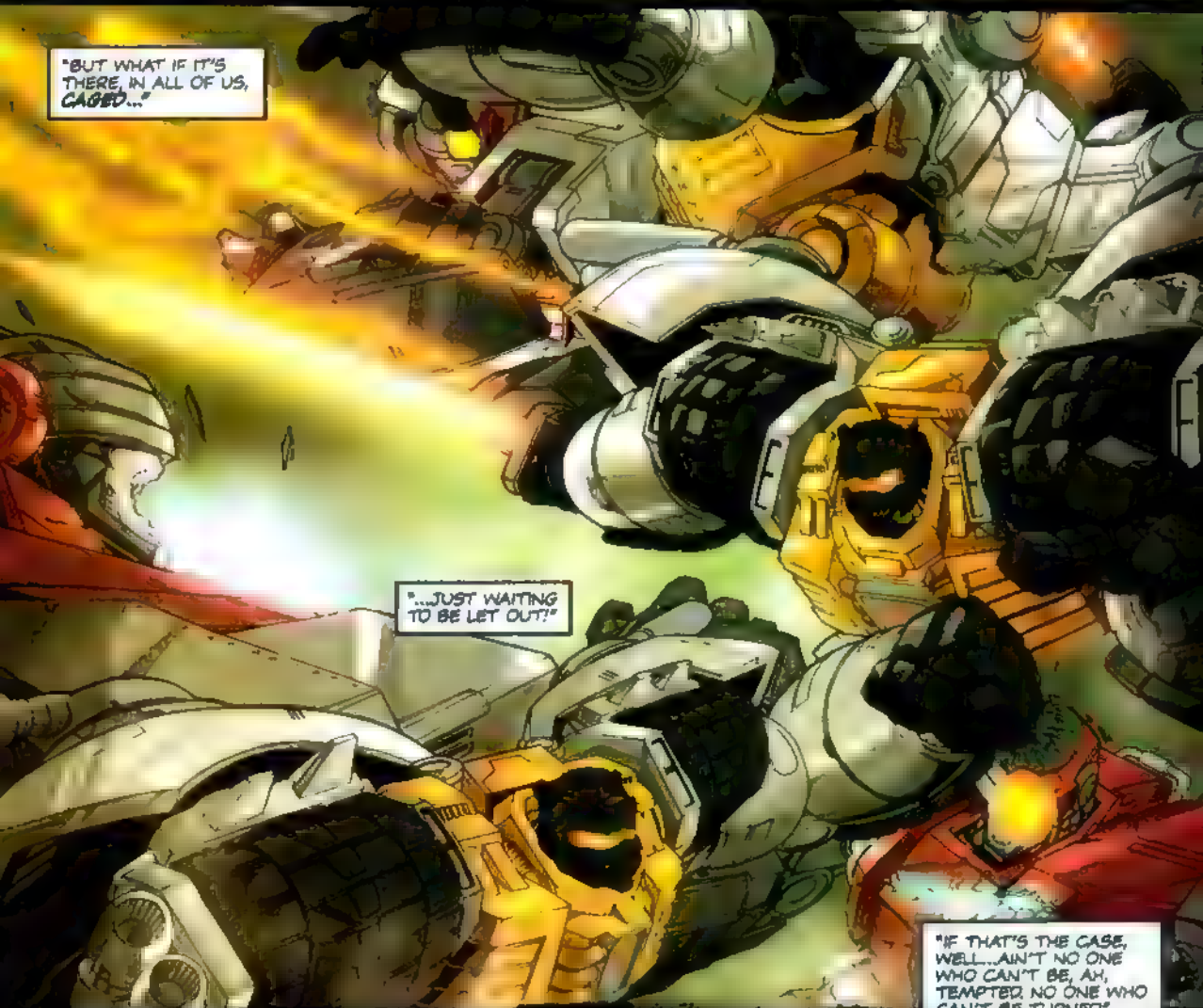


GOTTA KEEP
THE WHEELS
GREASED, EH *EMIRATE*?
CAN'T HAVE YOU
RUNNING TO THE HIGH
COUNCIL TELLIN'
TALES.

MAKES
YOU THINK
DOESN'T IT...



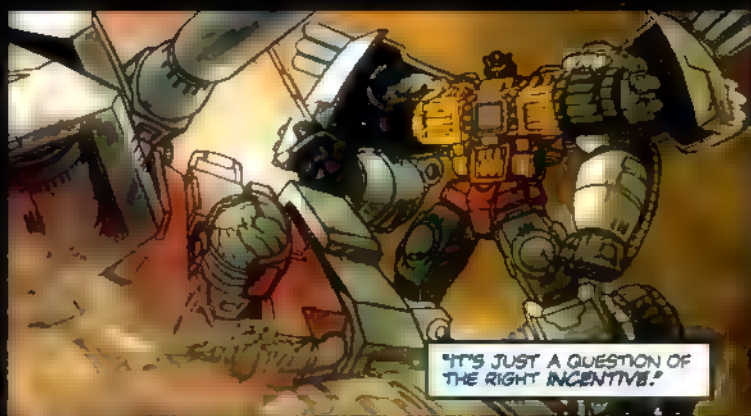
"I MEAN, I ALWAYS THOUGHT IT
WAS JUST A FEW WILD CARDS
WITH THIS KIND OF BURIED
POTENTIAL FOR THE BAD
THINGS IN LIFE..."



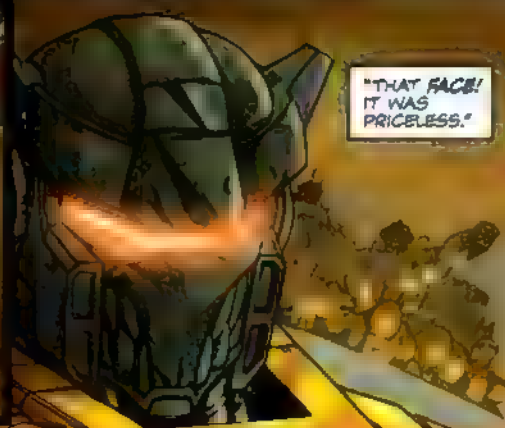
"BUT WHAT IF IT'S
THERE, IN ALL OF US,
CAGED..."

"...JUST WAITING
TO BE LET OUT!"

"IF THAT'S THE CASE,
WELL...AIN'T NO ONE
WHO CAN'T BE, AH,
TEMPTED NO ONE WHO
CAN'T BE TURNED."



"IT'S JUST A QUESTION OF
THE RIGHT INCENTIVE."



"THAT FACE!
IT WAS
PRICELESS."

CYBERTRON,
SECTOR SIX-ZERO.
MID-CIVIL WAR.

THBOOM!

SHAR-TAK!
BATOOM!

DID YOU SEE
THE INDECISION, THE
CONSERVATION. THEY
SHOULD MAKE
GRIMLOCK BAITING A
NATIONAL SPORT!



I STILL THINK
YOU WERE WAY OUT
OF ORDER, TELLING
GRIMLOCK OUR WHOLE
MISSION PROFILE

YEAH, RIGHT.
I MEAN, SURE, HE
WAS ONE OF US ONCE,
BUT THAT WAS A LONG
TIME AGO HE SIGNED
ON WITH THE
AUTOBOTS.



RELAX. I KNOW
EXACTLY HOW TO
PUSH GRIMLOCK'S
BUTTONS DEEP DOWN
HE KNOWS.. HE'S ONE
OF US --

BM?

WHERE IS
EVERYONE?



THEY GONE,
CLEARED OUT.
MAINFRAME WIPED,
ALL TACTICAL DATA
RE-ROUTED. CATCH
ME ONCE, NOT
TWICE.



AND IN THE END,
CHOICE NOT ALL
THAT HARD. BEFORE, IN
PEACETIME, NEEDED AN
OUTLET, BUT WAR
CHANGE ALL THAT.

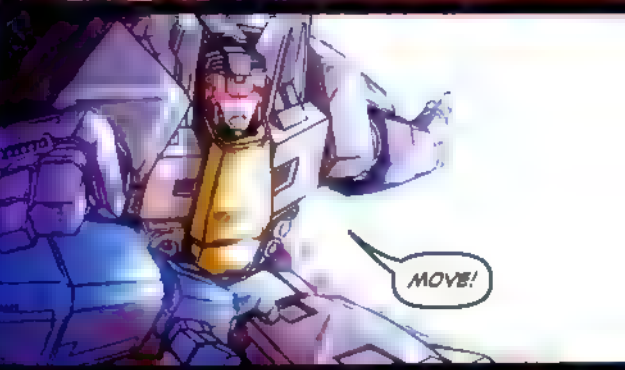


ALL THAT
ANGER, ALL THAT
RAGE...HAS DIRECTION
NOW. ME NOT LIKE
OPTIMUS PRIME OR
AUTOBOTS THAT
MUCH...

STARScream!



...BUT ME LIKE
YOU AND YOURS
EVEN LESS!



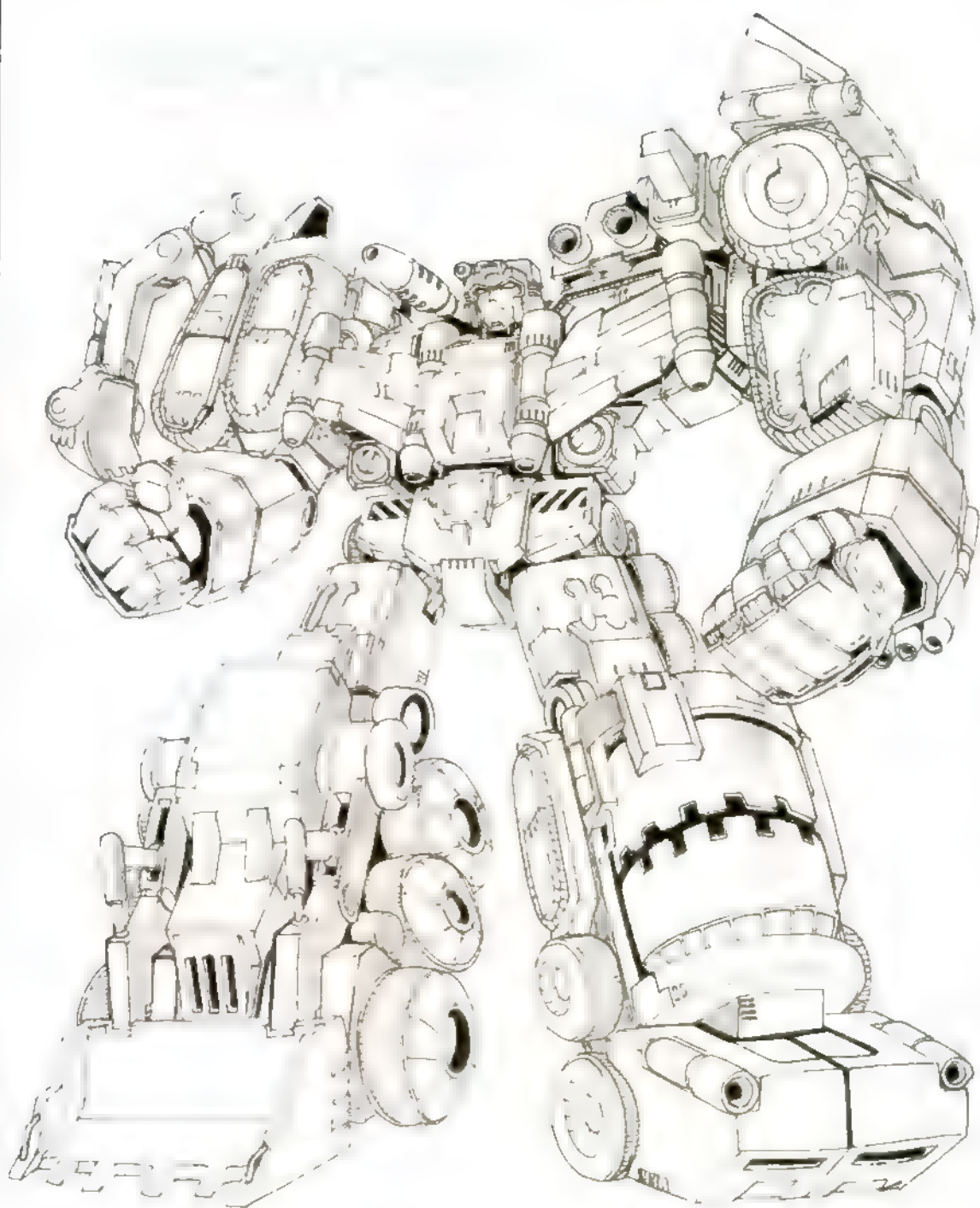
MOVE!



TRANSFORMERS

The War Within

COMING OCTOBER 2002!



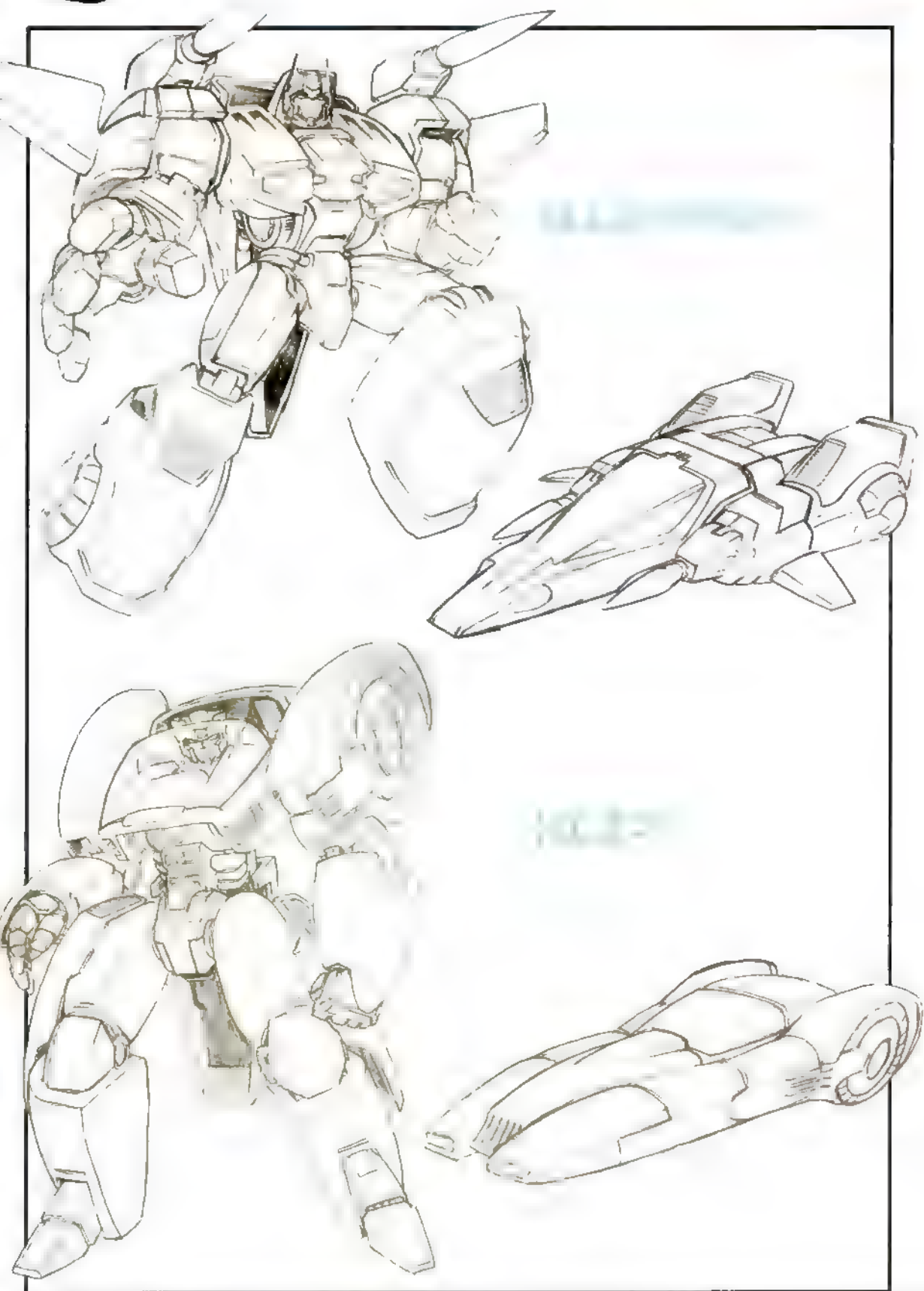
donfigueroa
sketches

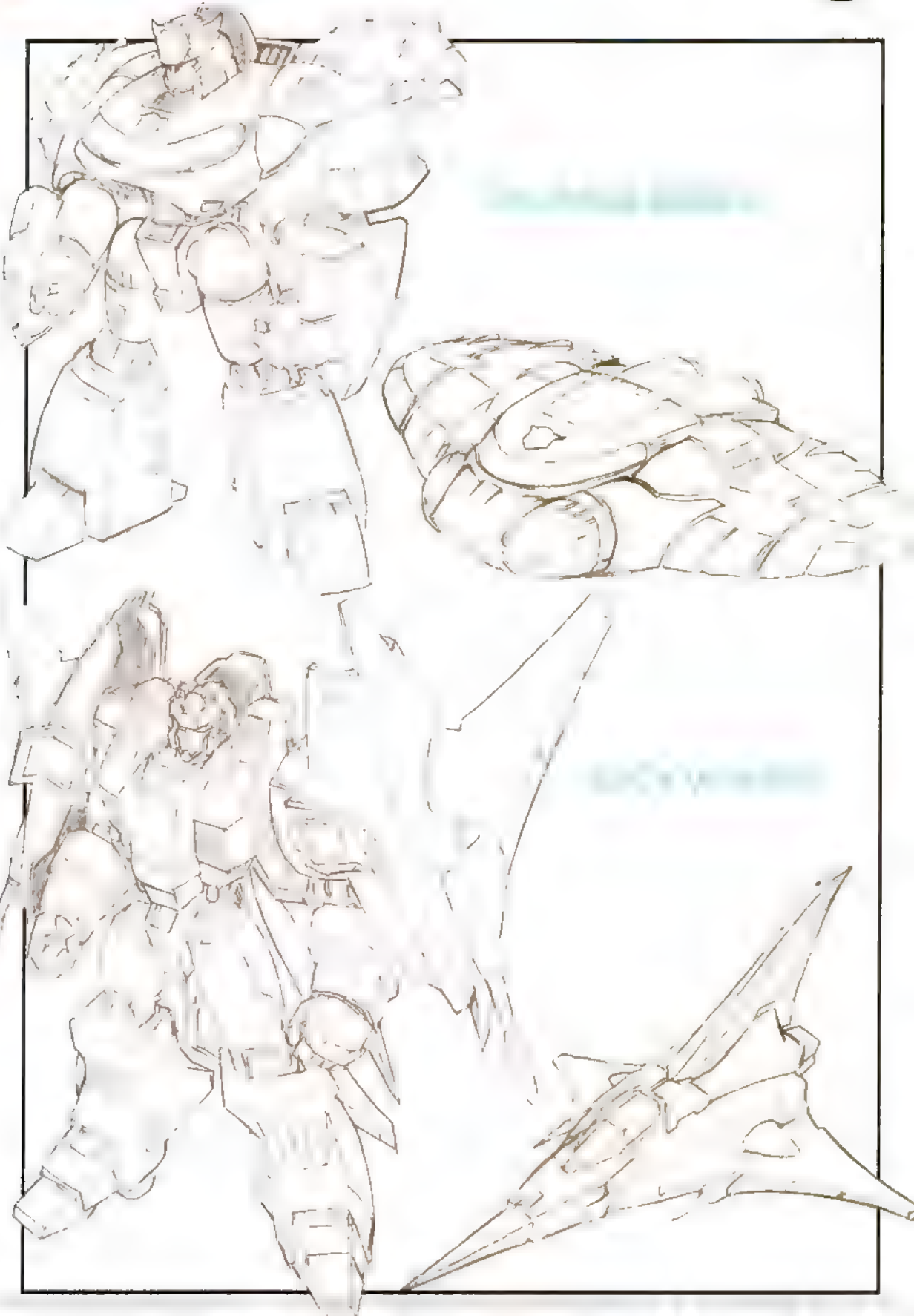
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donfigueroa

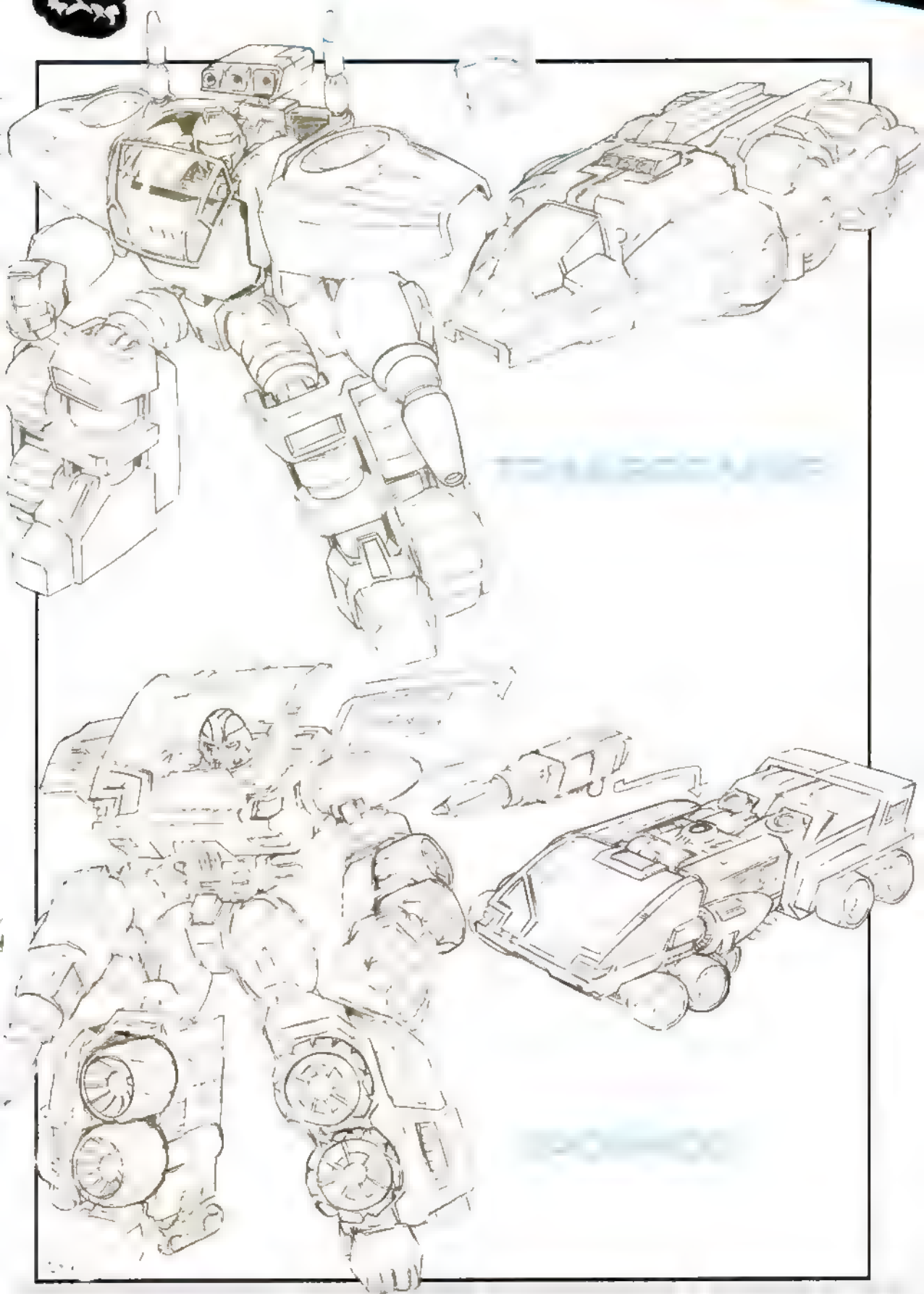
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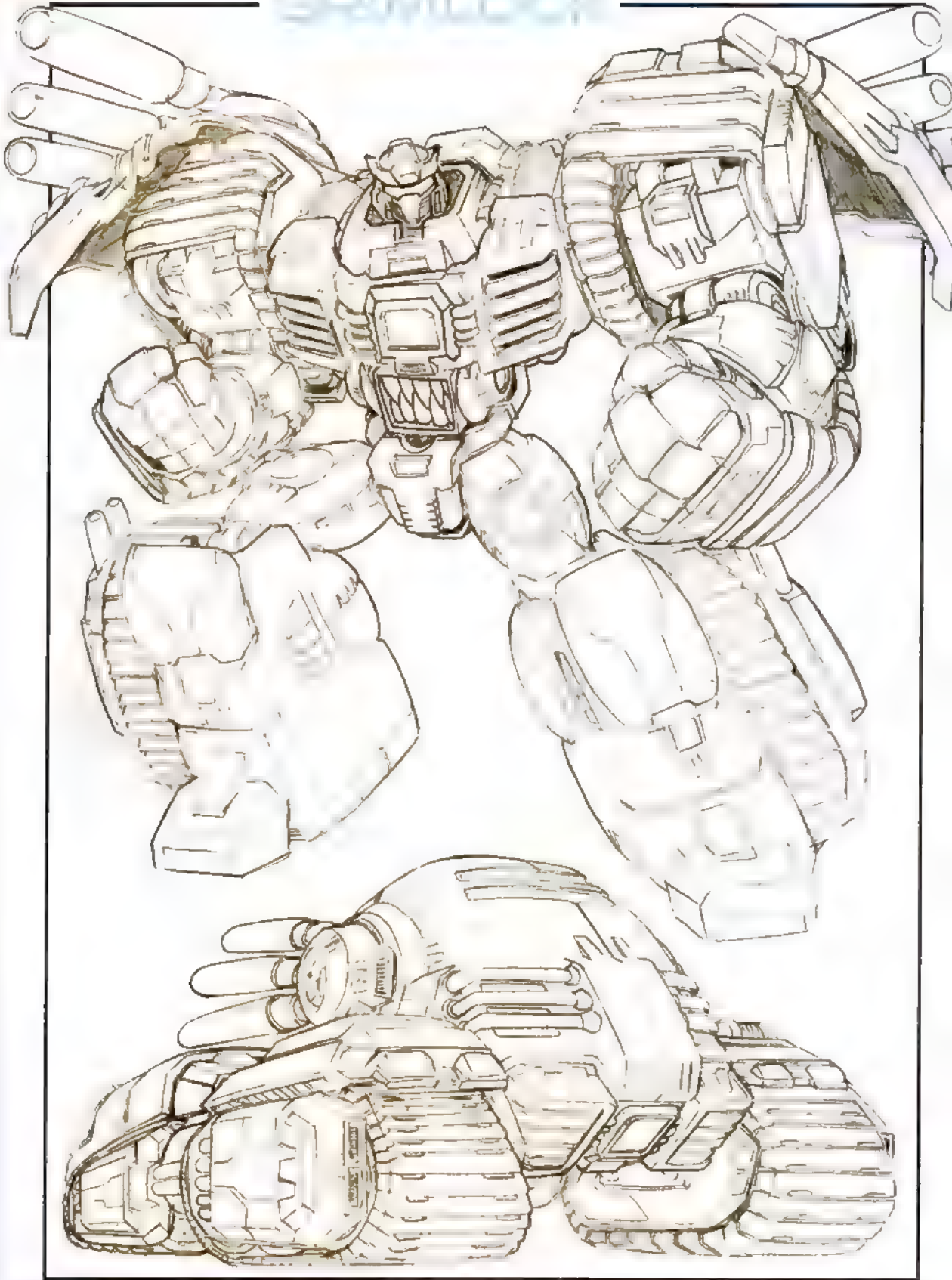




donfigueroa
sketches



GRIMLOCK





dreamwaveproductions PRESENTS →

the writer **simon furman**

So, why the War Within?

Why, of all the stones I could have told — and trust me, there are many — did I choose to go back in time, to Cybertron, to the start of civil war between the Autobots and the Decepticons? In some ways, it was the hardest of choices, and in others it was the simplest. Let me explain:

The fans. Until I attended a Botcon convention in 1997, I had no idea that there were so many of them. No idea how loyal and dedicated they were to the worlds and characters that I (among many others) had had a hand in creating and sustaining. I wrote Marvel's original Gen 1 series (all the way through the run of the UK comic and, after Bob Budiansky's epic run, to the end of the US comic) and the Generation 2 series in a strange vacuum, unaware that I was creating something that would be pored over, analyzed, dissected and critiqued. It was only at Botcon '97, as I stumbled hopelessly over questions about plot points and conflicting continuities, that I realized that Transformers was very much alive and kicking

So Dreamwave had the license. Like I say, I don't know why it hadn't happened earlier, but here it was. And the best thing? It was a small, independent company, new and with something to prove. And more important, they cared! About what had gone before, about the characters, about the fans. I had to be in on this, I wanted to write Transformers again. Thankfully, Pat Lee (and Dreamwave in general) wanted that too.

Make no mistake, they had an excellent writer in Chris Sarracini. He was already off and running on the first six-issue Generation 1 series long before I came on board. And, secretly, I was glad. The weight of expectation on those first issues was huge, and Chris (and Pat, whose passion for the characters comes through in every exquisitely penciled line... even the borders are a labor of love!) rose to the challenge exceptionally well. Now, all I had to do was follow that. Eek.

So it came back to the question: what do I do? It seemed pointless to try and raise the bar, or up the stakes. Chris and Pat had set it too high. And besides, I wanted this to be something that was all me.

Of all the continuities, stories, time zones and sagas that had come before, what story did I most want to tell? And more importantly, which story did people want to read. Gen 1, Gen 2, Beast Wars, Beast Machines, the movie... somewhere in-between? Comic continuity? Cartoon continuity? In the end, Dreamwave's whole approach to Transformers gave me the answer. The whole ethos seemed to be to make Transformers as accessible as possible, to as many people as possible. No specific continuity was going to be adopted and followed, and while mindful of all that had come before, there was an effort to open the door to new readers, younger readers.

So it had to be Gen 1, and I decided

to take it right back to the beginning, show the root causes of the civil war, the initial flashpoints and confrontations. But since this story had, in several versions, already been told, there had to be more. So I shook things up a little, played with people's expectations. For a start, we were going to see all these familiar characters in unfamiliar forms. The artist was going to have to retro-fit all these characters, re-imagine them in their Cybertronian forms and modes. And then there were the central characters of Optimus Prime and Megatron. I wondered... was Optimus Prime always this great hero? Was Megatron something other than this serial villain obsessed with conquest? And what if Grimlock, always a favorite character of mine, was there in the thick of things, proving that there's definitely more to him than meets the eye? As a central conceit, I wondered... what if originally Optimus Prime didn't think Cybertron was worth fighting for? What then? Why 'The War Within'? Because it's not just about the struggle for Cybertron, it's about the internal conflicts, the ones that make characters what they are. As I wrote in a general series preamble, 'sometimes the truest hero is the one that don't yet know their own self'.

I pitched the idea to Dreamwave. They liked it. The series would provide a solid backdrop to the later stories. It also freed me up creatively, allowed me start with a clean slate. Sure, it would have been great to run with some of those half-finished storylines from the classic series, but this was fresh, exciting. And besides, with Titan Books collecting and re-packaging the classic material in trade paperbacks, there was a degree of closure on that stuff. I was content to freeze those stones (and storylines) in time and move on.

There's always a pressure to deliver on something as established and much-loved as Transformers, but

that's good as well. It's inspired me to try even harder to make The War Within the best it could possibly be. But still I was worried. I needed an artist who would throw him or herself into the series with the same insane gusto, who would take what I had written and run with it in ways even I couldn't imagine.

Thankfully, I got Don Figueroa. I'd never seen Don's work, though he'd been very active in the realms of Transformers fan fiction illustration. When I saw his first (retro) designs (for Grimlock, I think) I was delighted, inspired even. This was great stuff... much better, it has to be said, than my somewhat half-realized suggestions (well, he needs to be big, some sort of truck maybe) merited. Design after design followed (some for characters that weren't even going to be in the series!), each more innovative and breathtaking than the last (and they worked... I mean, they transformed... there was no cheating involved). But one question still remained, could Don handle successive pages of comic continuity. The answer, again, was resoundingly yes. I'd prepared a four-page preview story, a more or less self-contained chunk that would work peripherally to the main series. When I saw Don's art for that, all my concerns disappeared. I couldn't wait to see what he would do with issue #1 of the series proper.

I've not been disappointed — just wait until you see the double-page spread of Cybertron that opens issue #1! The first preview story has grown into a second preview story, and in the six issues that follow you'll see your expectations (and Cybertron itself) shaken up as never before. Transformers is eighteen years old, an amazing run for a toy-related concept, and my intent is to help keep it going for another eighteen years. Enjoy!

-Simon Furman, August 2002



First off, how does it feel to be working on something with the Transformers label on it?

An awesome feeling I can't even begin to describe! I've been a Transformers fan, since the beginning I have some of the toys, older comics and even the cartoon on tape (I have them on DVD now) I also wanted to be a comic-book artist, so working on a Transformers comic is like hitting two birds at once!

What were some of your other projects you worked on?

Back in 96, I did a book called Inner-circle for a VERY small company, it's about Cyborgs and Mutants, stuff I really like, but it didn't last and the company went under. I never got paid for my work but at least I did get published.

Do you feel that the experience of working on other projects has prepared you for this?

Yes it did. Before that, I was just all about Pin-ups, I didn't know how to do layouts, facial expressions or backgrounds

Have you been using existing Transformers designs or creating your own?

I redesigned some of the classic Characters from scratch, some may still look familiar some will look totally different.

The story takes place way before the Transformers even came to Earth, so I figured, they shouldn't have a hood of a Datsun for chests And also, There are no Jaguars or any other Earth Animals in Cybertron millions of years ago, so don't expect Grimlock and Ravage to look the same

What do you think you can bring to the Transformers universe?

Another Fan's touch, I think it's great that DW hires people who are actually familiar with the Transformers. People who actually grew up with the characters and the stories

Do you feel that your artwork creates a harmonious unity within the plot of the story?

I think so, I have a much darker style when it comes to drawing Transformers, and I think it suits the plot quite well, after all, this is when the Great War just broke out

What attracted you to work on such a project? Transformers?

Yes, I'm such a big fan of the series, before Dreamwave hired me I was making my own Transformers online comic, a Fan fiction, that to my surprise, was very well received by my fellow fans, I still get Emails About it since I never got to finish the story.

What can we expect art wise, in this book?

It'll be much darker, there should be a lot of war and destruction and since it doesn't involve Humans, I can be as graphic as I want.

How is like working with Simon, and Dreamwave?

It's great! Simon's probably the BEST when it comes to Transformers Stories; He made Grimlock the bad-ass he's supposed to be. He mixed in Science and Technology with Myth and religion and the result is Amazing.

Working with Dreamwave is like a dream come true (no pun intended) I was so Glad they got the TF license and I was really excited about the new series, Pat's rendition of the Transformers is one of the best I've seen and I know the Transformers is in good hands.

Is it nerve-wrecking knowing that you're working on a property that has been so successful?

Kinda, I was more worried about how the fans will react when they see the new "retro" designs, they're all so used to the classic look of Prime's torso looking like a Truck's Cab

Fans love their Characters and don't like change very much. Also, Pat and James are a tough act to follow. Their work is just Awesome!

Are you working on just the pencils? Will you be handling anything else?

Yes, pencils but I will also be doing the Inks for a while. I don't know any inker nearby that can give me a hand; I'll probably have to send the pages to the studio to have them inked if needed

After Transformers, what's next on the agenda?

Not sure yet, I'd like to draw Transformers 'till they go out of style there's so many characters and story possibilities (Beastwars, Beast machines, R.I.D., Armada..) it's hard to get bored with them, I'd like to draw Non robot titles as well, anything Sci-Fi/Fantasy or even horror

Can you give us any hints of what to expect with the story?

This will not be anything like the Episode "War Dawn" ;)

Do you feel that you have evolved as an artist?

Very much so, I've learned a lot from looking at Pat and James' work and I've added them to my own style.

Finally, any parting words to leave your fans with?

I have Fans? Well, I'd like to thank them for the support and I'm glad most of them liked the new designs

TRANSFORMERS THE WAR WITHIN

The legend of Transformers begins with the belief of One. Facing a devastating civil war on Cybertron, Optimus Prime faces his first — and greatest — challenge. Before he can deal with the threat posed by Megatron and the Decepticons, the new Autobot leader must look within... and decide if Cybertron is worth saving at all. Witness the internal struggle of a great leader, and the creation of Transformers history. If you thought you knew it all...

WRITTEN BY
SIMON FURMAN

PENCILS / INKS
DON FIGUEROA

COLORS
**DREAMWAVE
COLORS**

BEFORE...

ARMADA,

BEAST WARS,

AND EVEN

GENERATION ONE

THERE WAS...

THE WAR WITHIN

ISSUE ONE
ARRIVES ON
OCTOBER 2002

DREAMWAVEPRODUCTIONS
PRESENTS A NEW COMIC BOOK SERIES



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TRANSFORMERS

ARMADA

ISSUE 3

YOU CAN BUILD
BUT YOU CAN'T MOVE

SEPTEMBER 2002

TRANSFORMERS™ #6

THE FINAL ISSUE... IT'S ALL BUILT UP TO THIS



WRITTEN BY CHRIS SARRACINI PENCILLED BY PAT LEE

INKED BY ROB ARMSTRONG & ERIK SANDER

BACKGROUNDS BY EDWIN GARCIA COLORED BY RAMIL SUNGA & GARY YEUNG

Join Dreamwave for the dramatic conclusion to the comic book event of the year! Can OPTIMUS PRIME and the AUTOBOTS stop MEGATRON's EVIL plan in time? And what will they have to sacrifice to do it? You won't want to miss the action packed final showdown! The world of TRANSFORMERS will never be the same!

*NOTE: THIS COVER WILL SHIP WITH TWO COVERS BY PAT LEE IN EQUAL RATIO



SEPTEMBER 2002



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THE FIRST OFFICIAL TRANSFORMERS ART BOOK...

TRANSFORMERS™

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Produced by : 88MPH Studios
Author : Sebastien Clavet
Price : 29.45\$ US

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TRANSFORMERS

GENERATION 1 TRADE PAPERBACK

Includes a special preview of
TRANSFORMERS G1 VOL.2
by Pat Lee and Chris Sarracini

What more can we say?

This reprints TRANSFORMERS: Generation 1 #'s 1-6, as well as some additional material. Included in the book is all of the covers, as well as a special preview on the upcoming Generation 1 Volume 2 book. The Triumphant return of the TRANSFORMERS to planet Earth, with the awesome art of Pat Lee, and the wondrous writing of Chris Sarracini. The TRANSFORMERS are used as tools for evil, with brutal consequences. What happens when the DECEPTICONS wake up from their slumber and realize that they were used as tools? Can the AUTOBOTS overcome their disillusionment at being used as weapons in time to save Earth? Pick up the TPB and find out!

FC 168 pp \$17.95

* New cover by Pat Lee
**Actual cover not shown



Written by Chris Sarracini
Penciled by Pat Lee
Backgrounds by Edwin Garcia
Inked by Rob Armstrong
Colored by Ramil Sunga, Gary Yeung

NOVEMBER 2002

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